

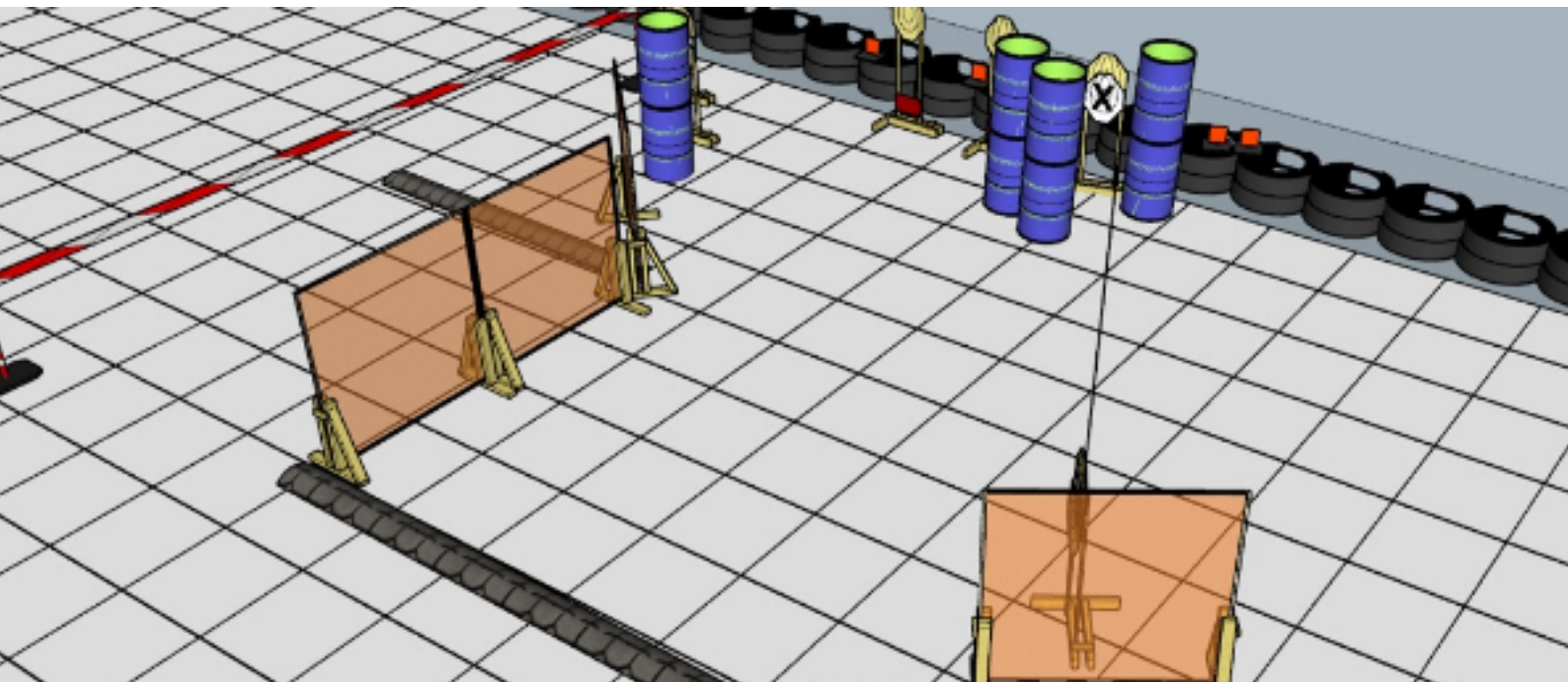
1. Cassian

No image

CoF	Comstock - Short	Points	60 p
Targets	4 paper, 4 popper, Total 8 targets	Min rounds	12
Firearm	Handgun	Match-%	11.54%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Demonstrated by RO
Firearm ready condition	Gun Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L- red mark on house. R- red stick. Top of berm
Setup notes	

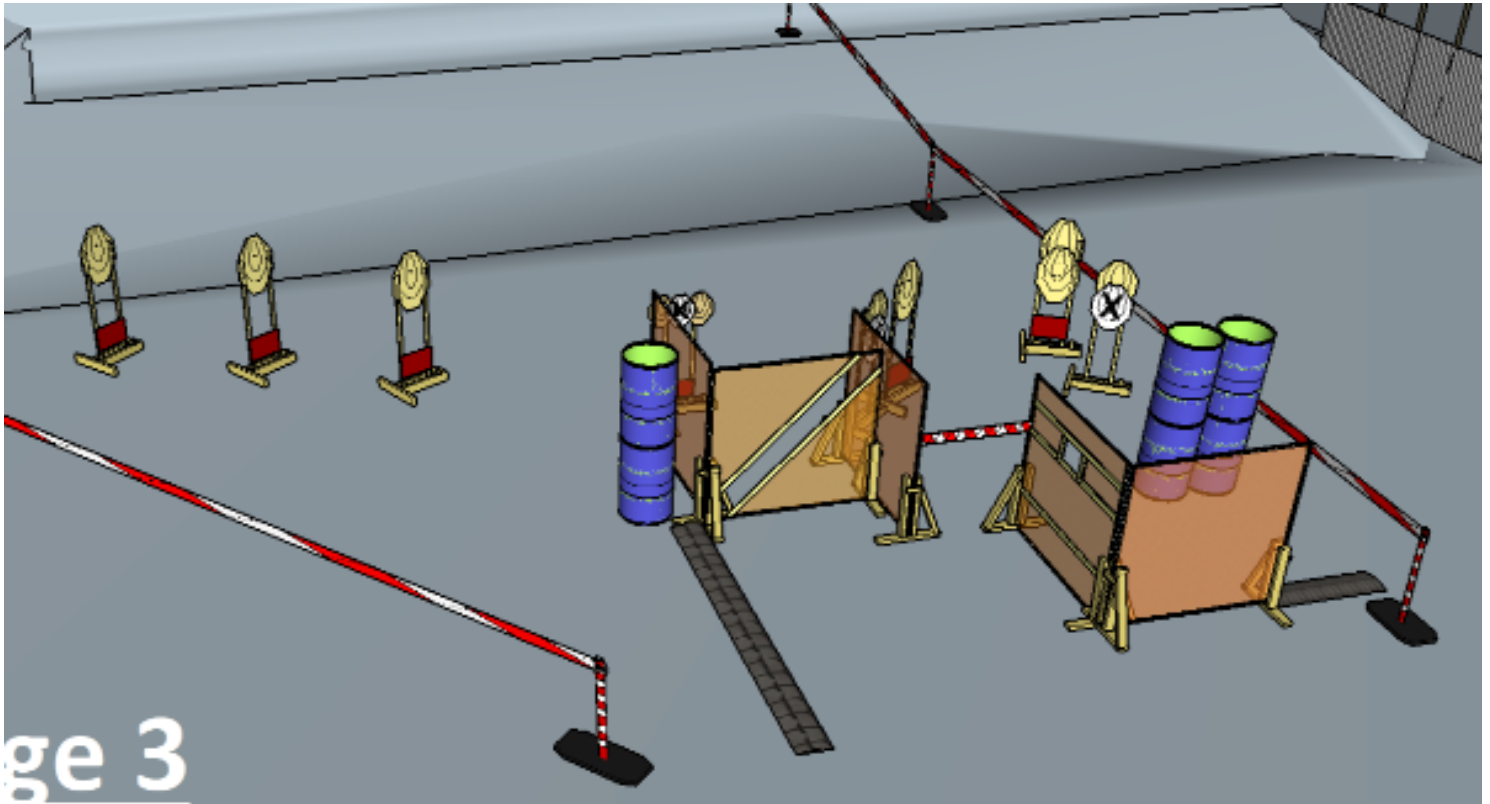
2. Bix Caleen



CoF	Comstock - Medium	Points	110 p
Targets	9 paper, 4 plates, 3 no-shoot, Total 13 targets	Min rounds	22
Firearm	Handgun	Match-%	21.15%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Demonstrated by RO. Feet touching foul line front
Firearm ready condition	Gun Loaded and holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L: Color on wall, R: 90deg when facing berm/wooden box, V: top of berm, but 20 degrees over horizontal when reloading
Setup notes	

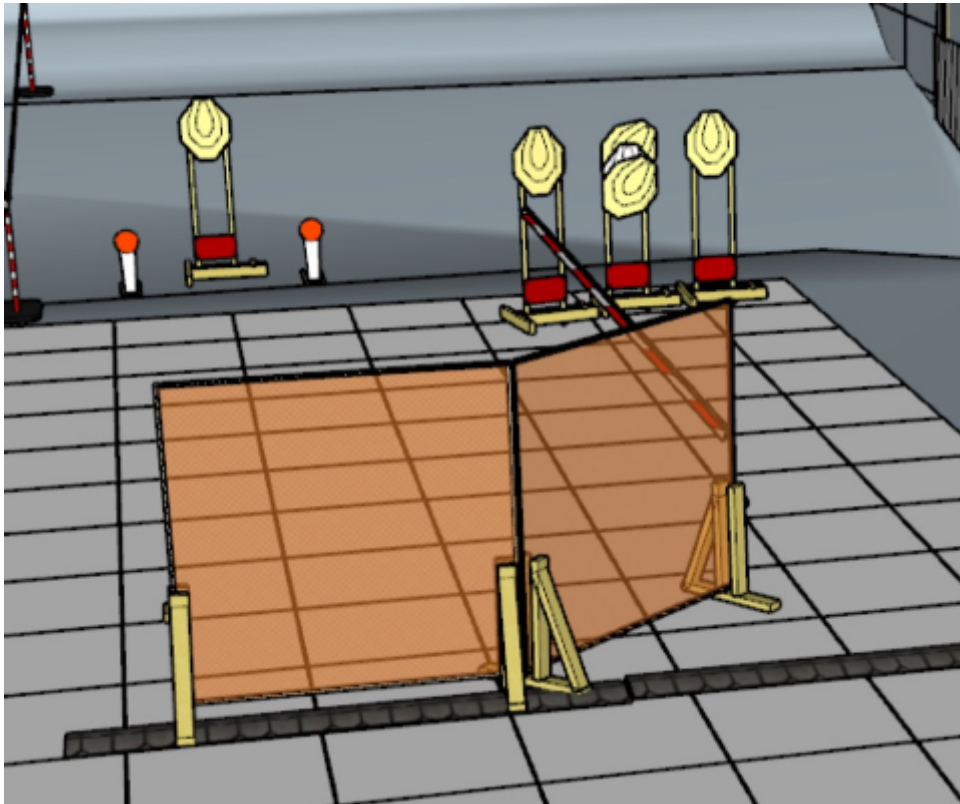
3. Luthen Rael



CoF	Comstock - Medium	Points	100 p
Targets	10 paper, 1 no-shoot, Total 10 targets	Min rounds	20
Firearm	Handgun	Match-%	19.23%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Hands on wall as demonstrated by RO, på den veggen helt til høyre. Demonstrated by RO
Firearm ready condition	Gun Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L- red stick. R red mark on wall. Top of berm, 20 degrees over horizontal when reloading
Setup notes	

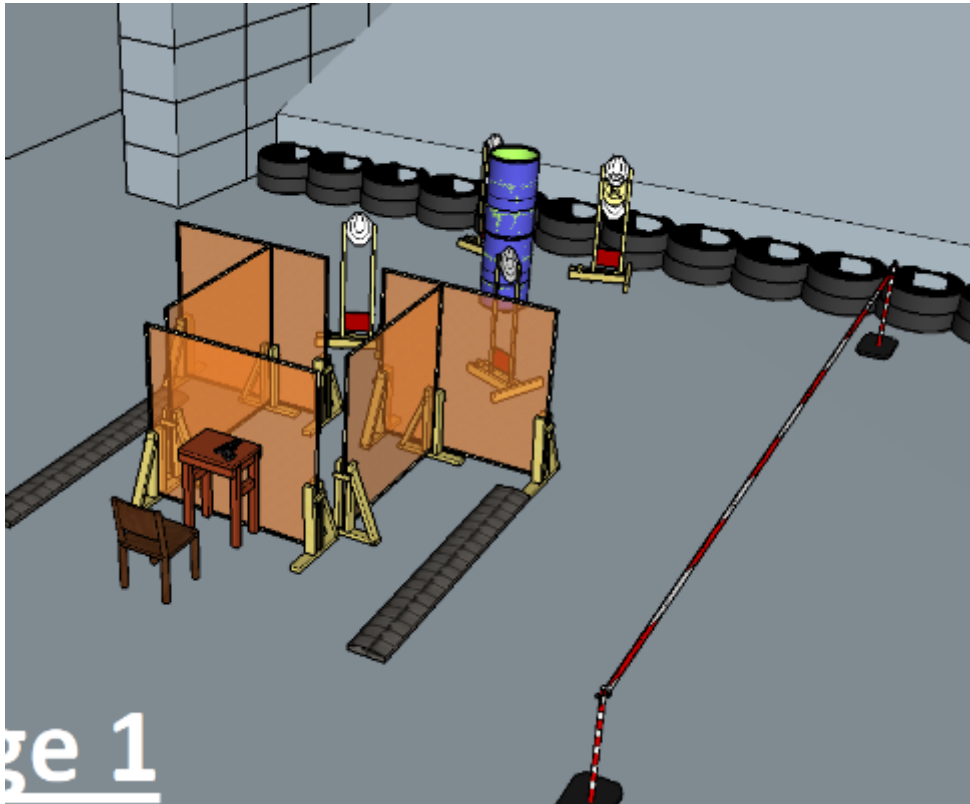
4. Vel Sartha



CoF	Comstock - Short	Points	60 p
Targets	5 paper, 2 popper, Total 7 targets	Min rounds	12
Firearm	Handgun	Match-%	11.54%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity. Tirethreads on ground = faultline
Starting position	Demonstrated by RO.
Firearm ready condition	Gun Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L red stick R: Wall when facing berm to end of wall/road start, V: Top of berm, 20 degrees over horizontal when reloading
Setup notes	

5. Cinta Kaz



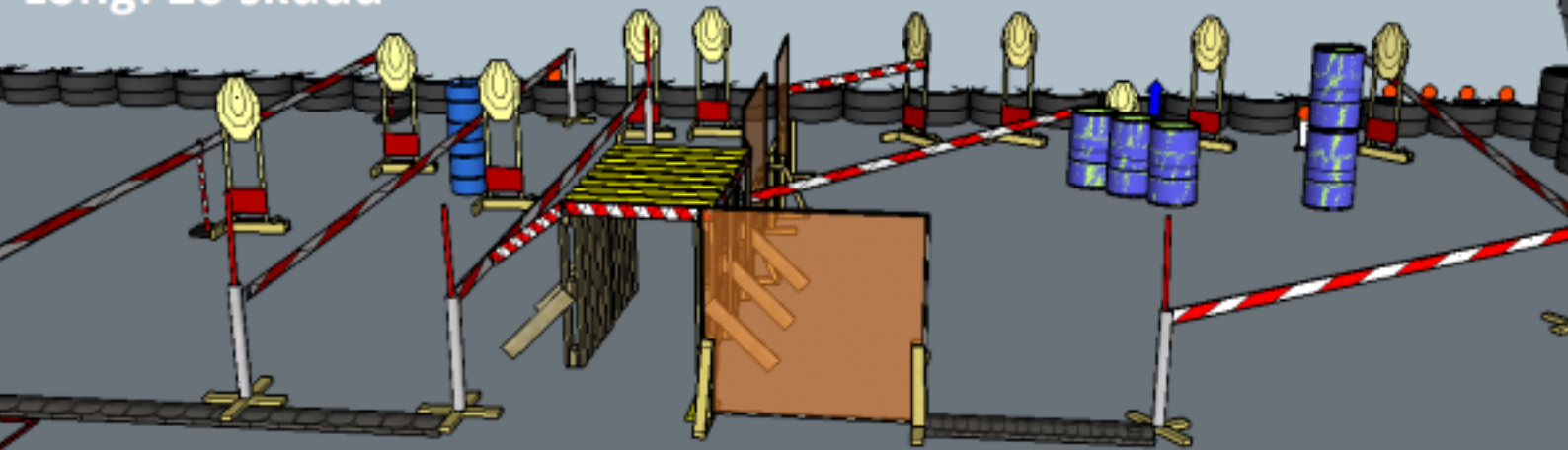
CoF	Comstock - Short	Points	60 p
Targets	6 paper, 2 no-shoot, Total 6 targets	Min rounds	12
Firearm	Handgun	Match-%	11.54%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	sitting on chair.
Firearm ready condition	Gun Loaded on table
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	

6. Marvaa

Stage 6

Long: 26 skudd



CoF	Comstock - Long	Points	130 p
Targets	10 paper, 1 popper, 5 plates, Total 16 targets	Min rounds	26
Firearm	Handgun	Match-%	25.00%

Procedure	On start signal engage all targets as they become visible within the demarcated area. Red/white tape = walls extending up/down to infinity
Starting position	Demonstrated by RO
Firearm ready condition	Gun Loaded & holstered
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R: 90deg when facing berm, vertical: top of berm, but max 20 degrees over horizontal when reloading
Setup notes	